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JAN 2006

5

ADULTS
ONLY

GENUS

M A L E



Comic Alchemy

by Pat Duke

It's January.

January is a tricky month, to be sure. For comic publishers it's a time to take stock of the last year, examining what worked and what didn't. That sounds pretty reasonable, right? But lots of publishers take it too far. They scrutinize sales numbers like mystic writings, vainly attempting to divine hidden sales patterns from dusty tally sheets in an effort to reveal some arcane secret for the "Perfect Selling Comic." Instead of January truly representing a new start, it's simply become the starting point for renixing last year's tired gimmicks in different quantities, refining their formulae in some sort of bizarre comic alchemy.

You might argue that my point of view is a bit cynical — and you might be right. There are a lot of amazing comics being made these days and that makes me happy. Unfortunately, not many people are reading them and that makes me unhappy. Last year was particularly brutal for independent creators. I've been in comics long enough to know that the market goes up and down and that's just the nature of the beast. But I've also been in comics long enough to know that fewer and fewer creators can make a living off their work. This honestly grieves me. A lot of friends are dropping comic work for movies, games, or pretty much anything else to put food on the table. They've had it. January, for them, represents a new start of sorts: a career outside comics.

I'm not sure that I have an answer to this problem. I've always subscribed to a "Clean Lawn" policy for problems like this. I can't control the rest of the world, but I can control my own immediate surroundings. If I keep my own lawn clean, that's both a good start and an excellent example for our neighbors. Let's hope they're paying attention.

So, this month I won't be giving you any grandiose plans for 2006. I'll skip the comic alchemy. Instead, I'm reaffirming our "seat of the pants" approach to publishing. No demographics, sales charts, audience polling, trend-chasing or second-guessing what our readers want. We read all our submissions and if there's something that strikes us as funny, clever or just plain entertaining, we're going to publish it. It's that simple. Well, sort of. We do have one tiny little secret. Keep this one under your hat, but our secret is we have an amazing readership. They just get it. Radio Comix fans crave something different, something a little off-beat and original. They're willing to work at finding what they want, either pre-ordering their comics from their retailer or taking the time to order it directly online. They're supportive, vocal and dedicated. Keeping our readers happy has always been our top priority. Without **you** we'd be sunk.

Did I mention that January was tricky? January is also the time I get called by other publishers. "Oh, what a terrible year!" they'll proclaim. "How does Radio Comix do it? Tell us your secret!" they'll plead.

I'll pause, then in a serious tone (and here's the tricky part) I'll whisper, "The Perfect Formula? IT'S REAL." without cracking a smile.

Pat Duke

The Hot Spot

cool stuff we like



The stuff we were listening to, reading or playing with when we put these comics together!

Books

Nana vol. 1 by Ai Yazawa

Video Games

Star Wars: Battlefront II (Xbox)

Animal Crossing: Wild World (Nintendo DS)

DVDs

Serenity

The 1. Word Season 2

Radio Comix Playlist

Various

406 Furlough #150

You deserve a break today!

Various

407 Genus: Male #5

Make a run for the Border!

The Gang of Five

408 Ice Queens #1

Have it your way!

Various

409 Milk #51

Finger-Licking Good!



RADIO COMIX SKETCHBOOK



Here's a lovely detail of some promo art by Christina "Smudge" Hanson for the upcoming *Dangerous* vol. 2 #2! Look for it this March!

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Editorial Assistant - Will Allison
Production - Mike Cogliandro
Retailer Liaison - Matthew High
Mail Order - Tabitha R. Jones

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GENUS

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JANUARY 2006
VOLUME ONE

ISSUE 5

COVER by Mark Gideon Parsons

THE PET SHOP BOYS: RENT: by Stangroom & Lowther

PAPER JAM: by Louie FurryWolfy

ILLUSTRATION: by DK Luis & Sanny Folkesson

INTERDIMENSIONAL TORTOISE: by DarkZel

ILLUSTRATION GALLERY: by Terrie Smith

GAME BOYS 3: ICARUS: by John Barrett

ILLUSTRATION GALLERY: by Honeyfox

THE PET SHOP BOYS: by Stangroom & Lowther

ILLUSTRATION GALLERY: by DK Luis

NEKO BOYZ: by Christina Smudge Hanson



illustration by Summer Jackal

The 'PET SHOP' BOYS

IN: RENT

HEY, BOSS!

WHAT'S ON THE VID TONIGHT?

FIRE EXIT

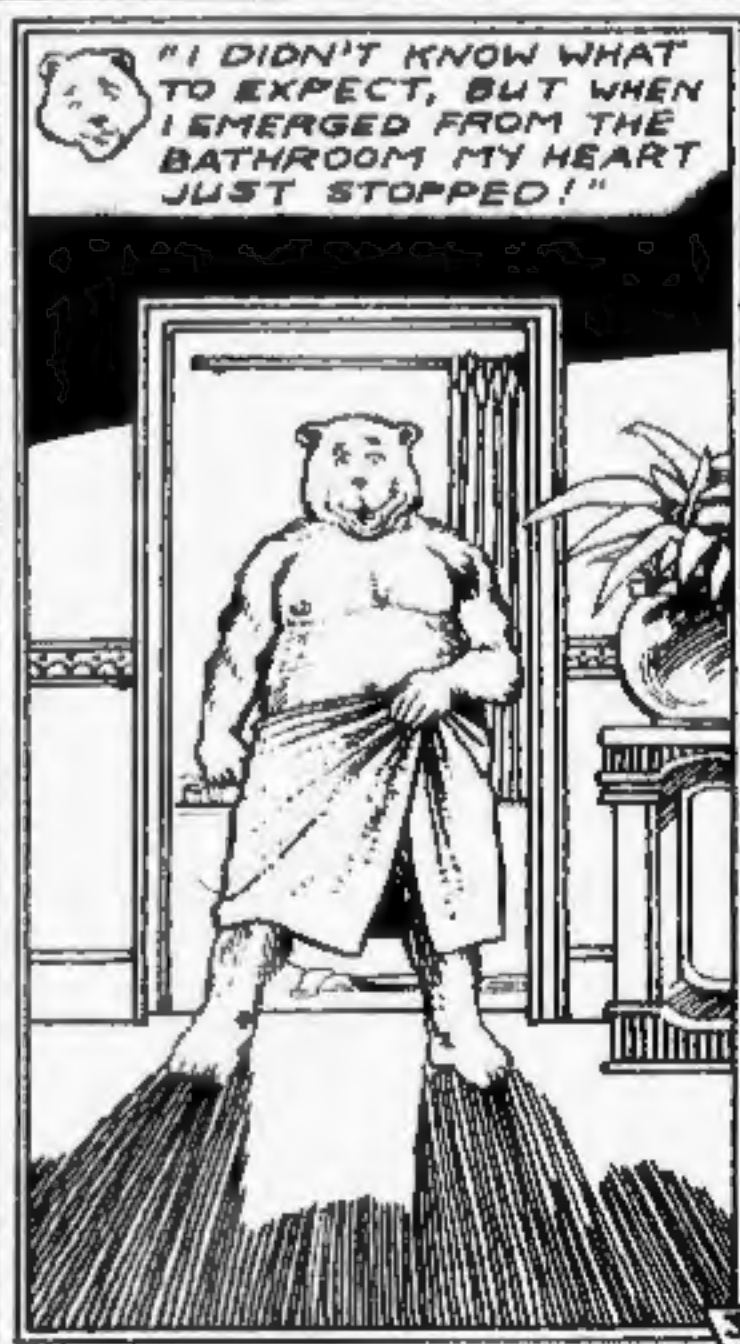
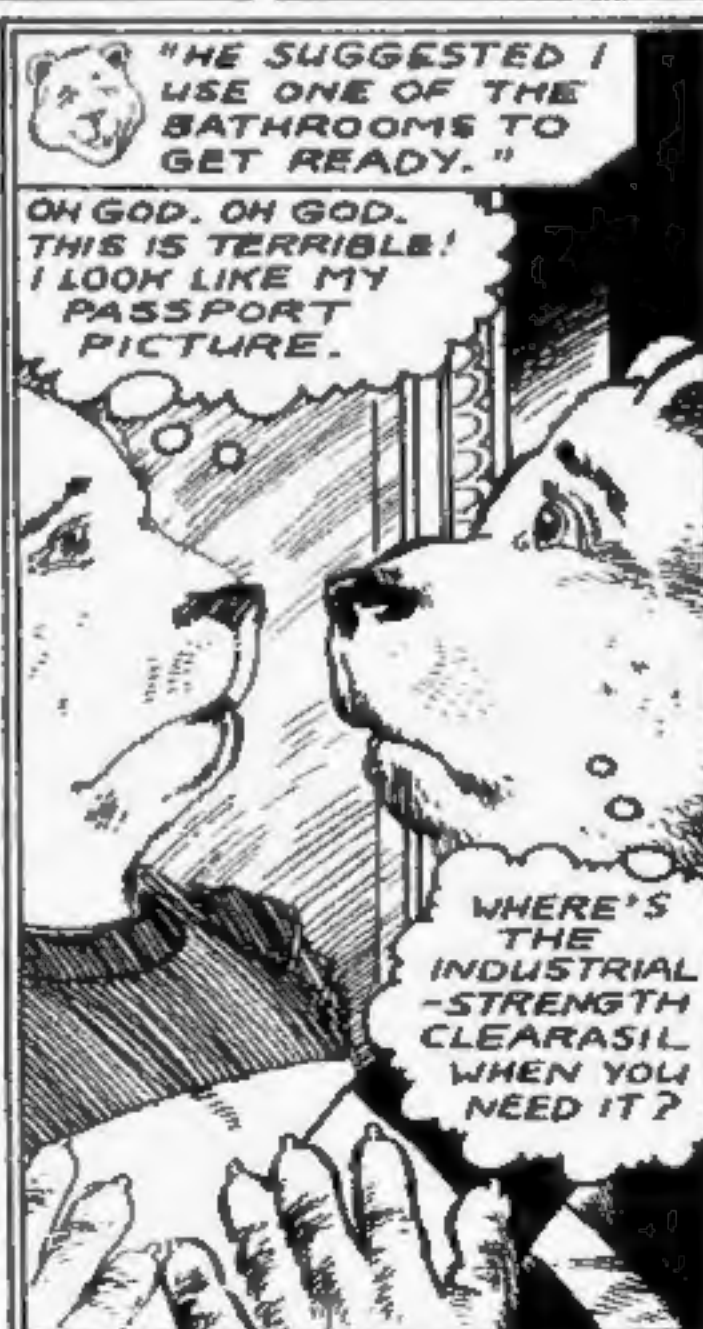
WE'VE BEEN SENT A COPY OF THE NEW "FAKE THAT" PROMO...

I'M JUST CHECKING IT TO SEE WHAT THE CUSTOMERS WILL THINK...

BUT I'M NOT SURE THEY'LL GO FOR IT.

SCRIPT: HOWARD STANGROOM • ART: STEPHEN LOWTHER







"HE WAS SO BEAUTIFUL I COULDN'T BREATHE. I JUST STOOD, STARING LIKE AN IDIOT, UNTIL HE BECKONED ME TOWARDS HIM..."



"I GOT INTO THE BED. HE PULLED ME CLOSE TO HIM, LOOKED INTO MY EYES..."



"AND THEN HE BURST INTO TEARS!!"



"IT WENT ON LIKE THAT THROUGHOUT THE NIGHT. NOTHING SEXUAL HAPPENED AT ALL. HE WEPT AND PLEADED, TALKING INCESSANTLY IN A LANGUAGE I COULDN'T UNDERSTAND, BEGGING FOR FORGIVENESS... OR SOMETHING."



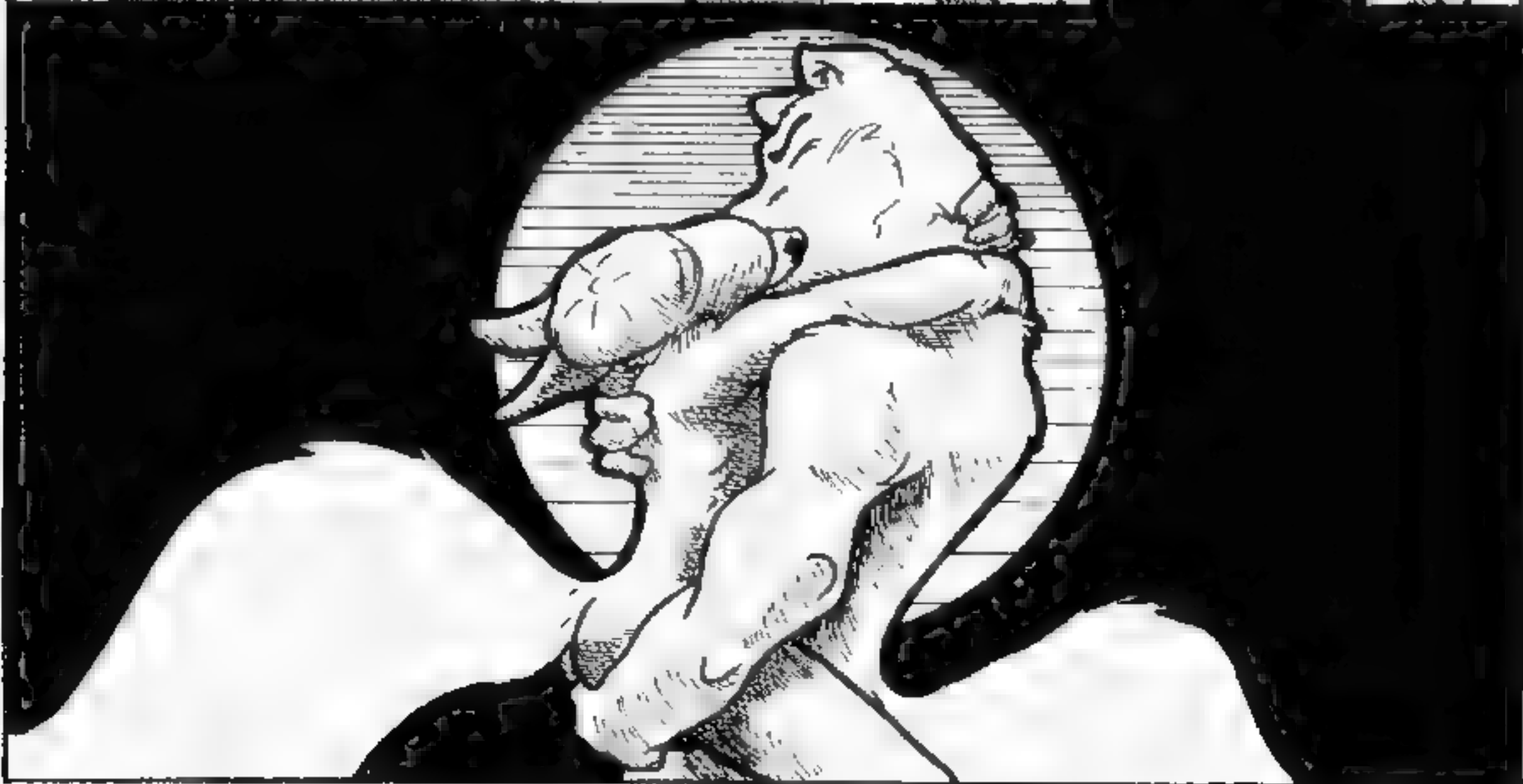
"I TRIED MY BEST TO GIVE HIM WHAT COMFORT I COULD, HOLDING HIM, TALKING TO HIM... EVENTUALLY HE SETTLED DOWN AND WE DRIFFT OFF TO SLEEP."

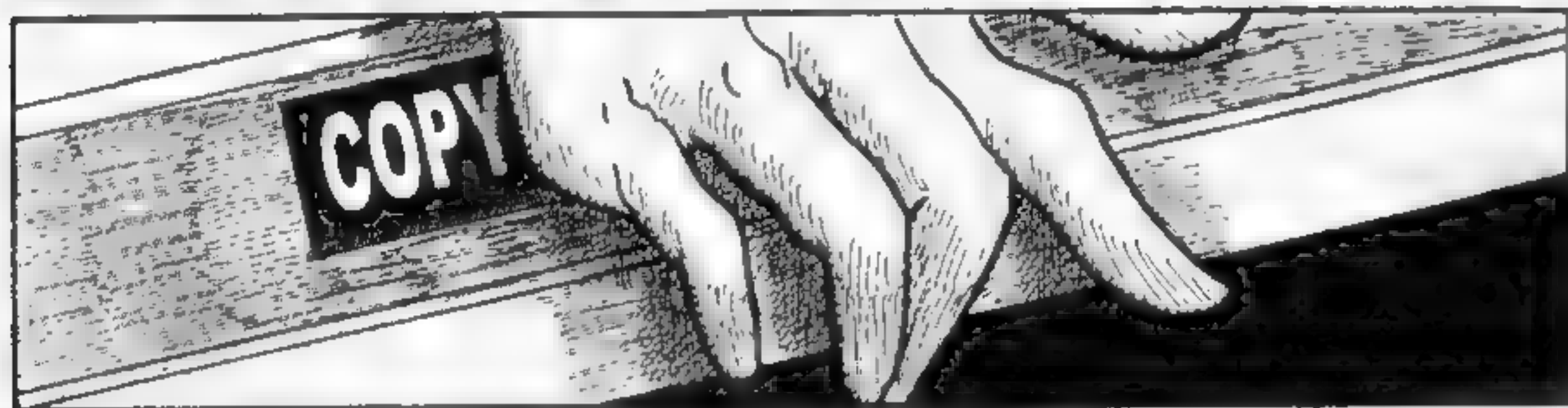
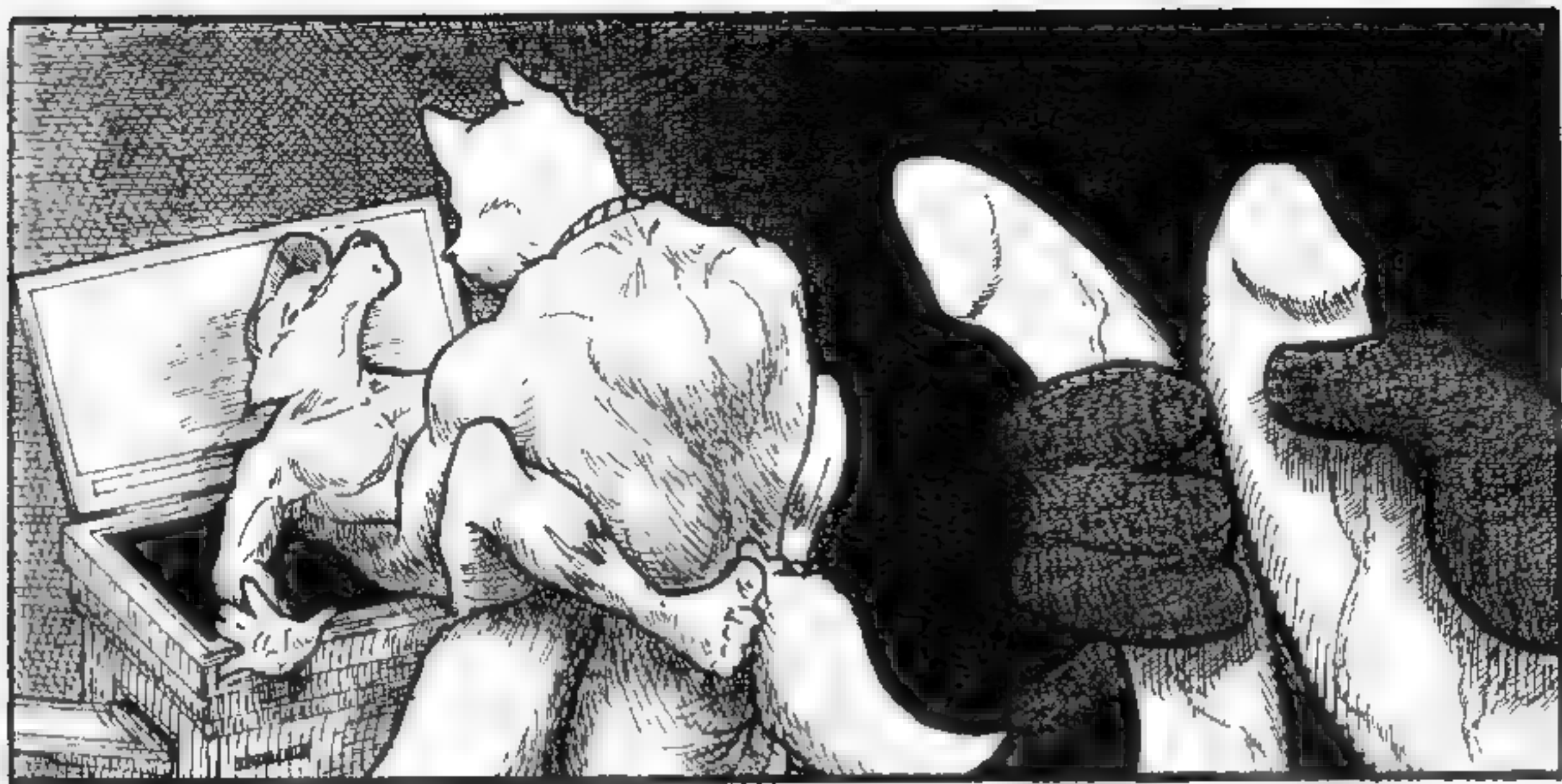


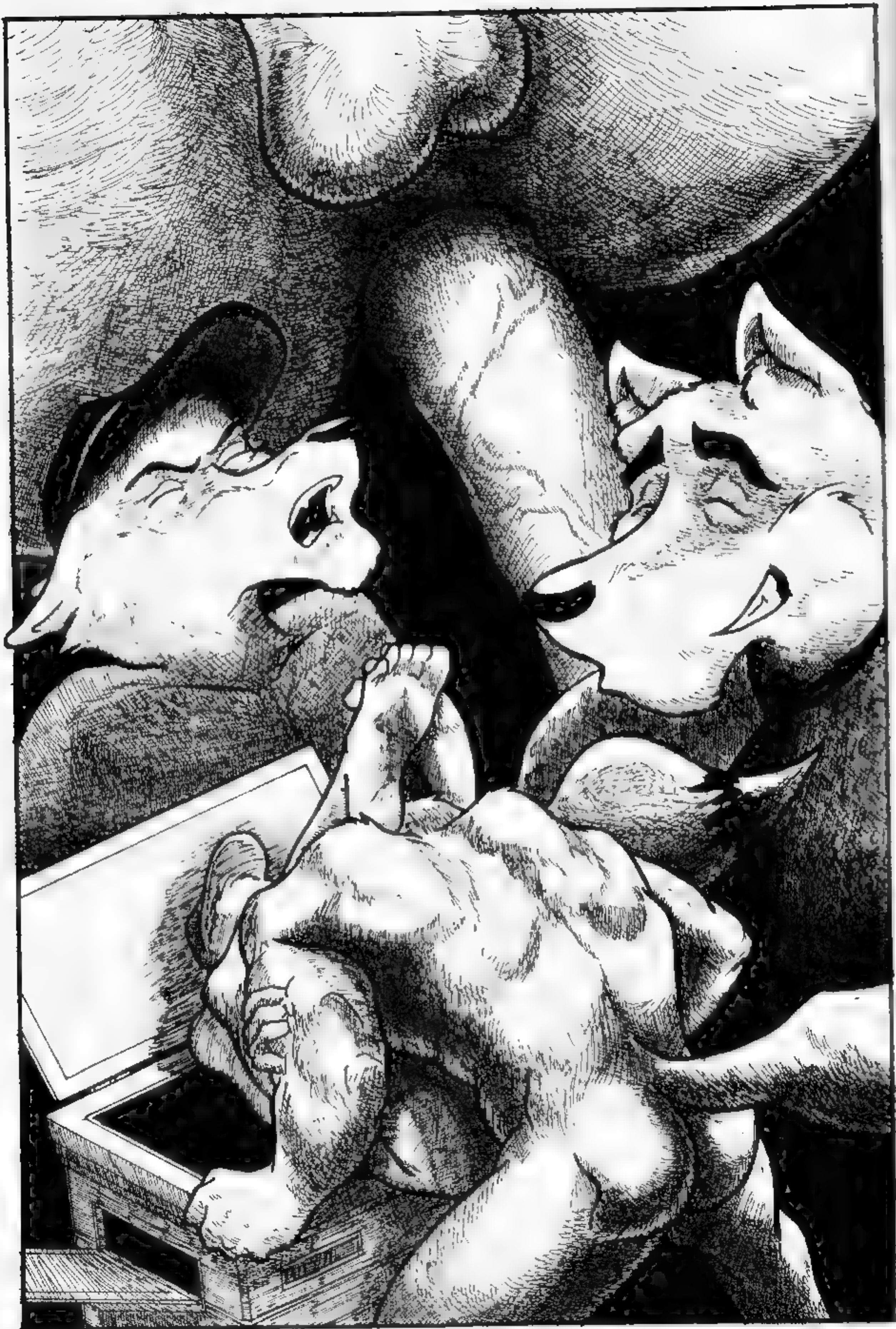


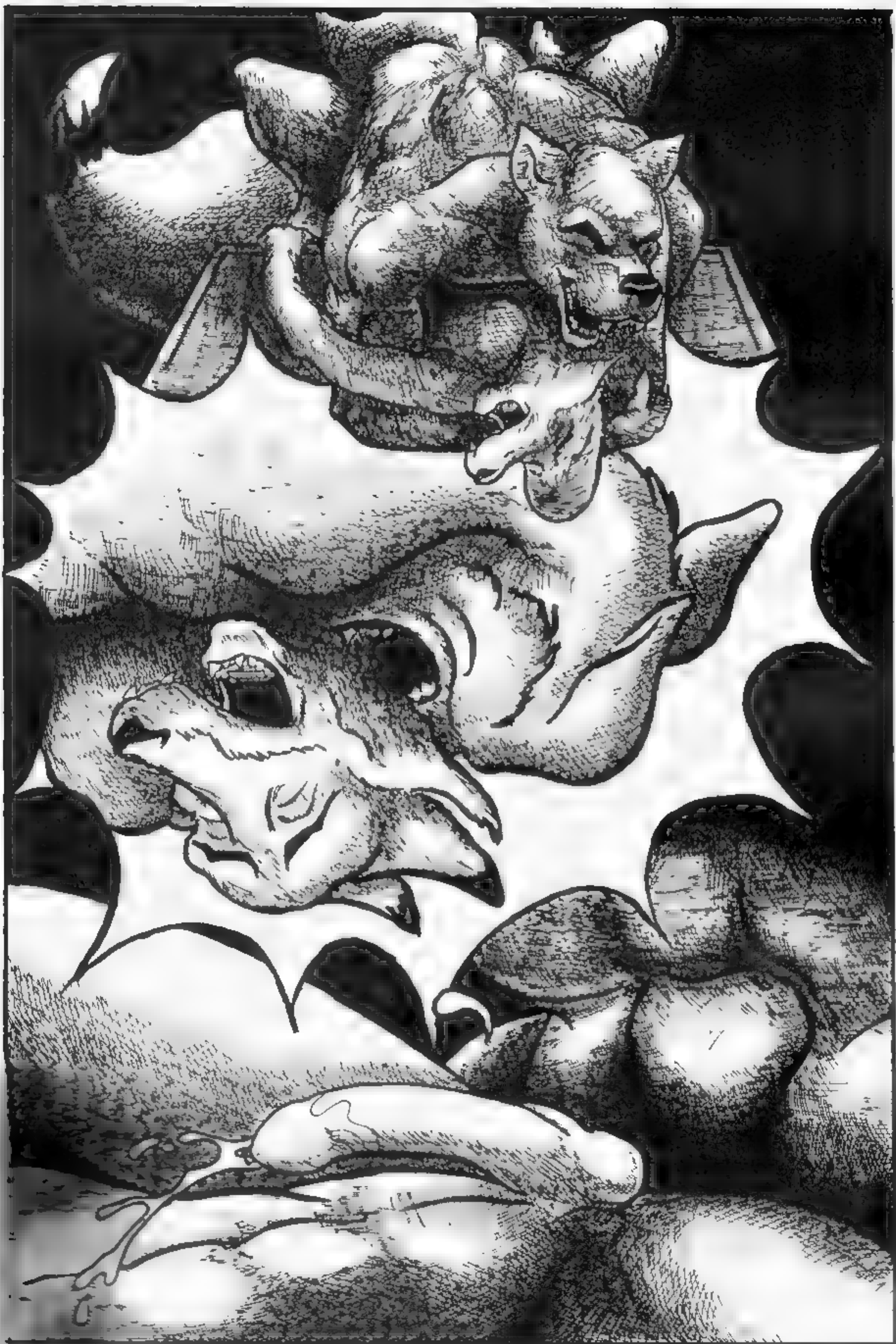


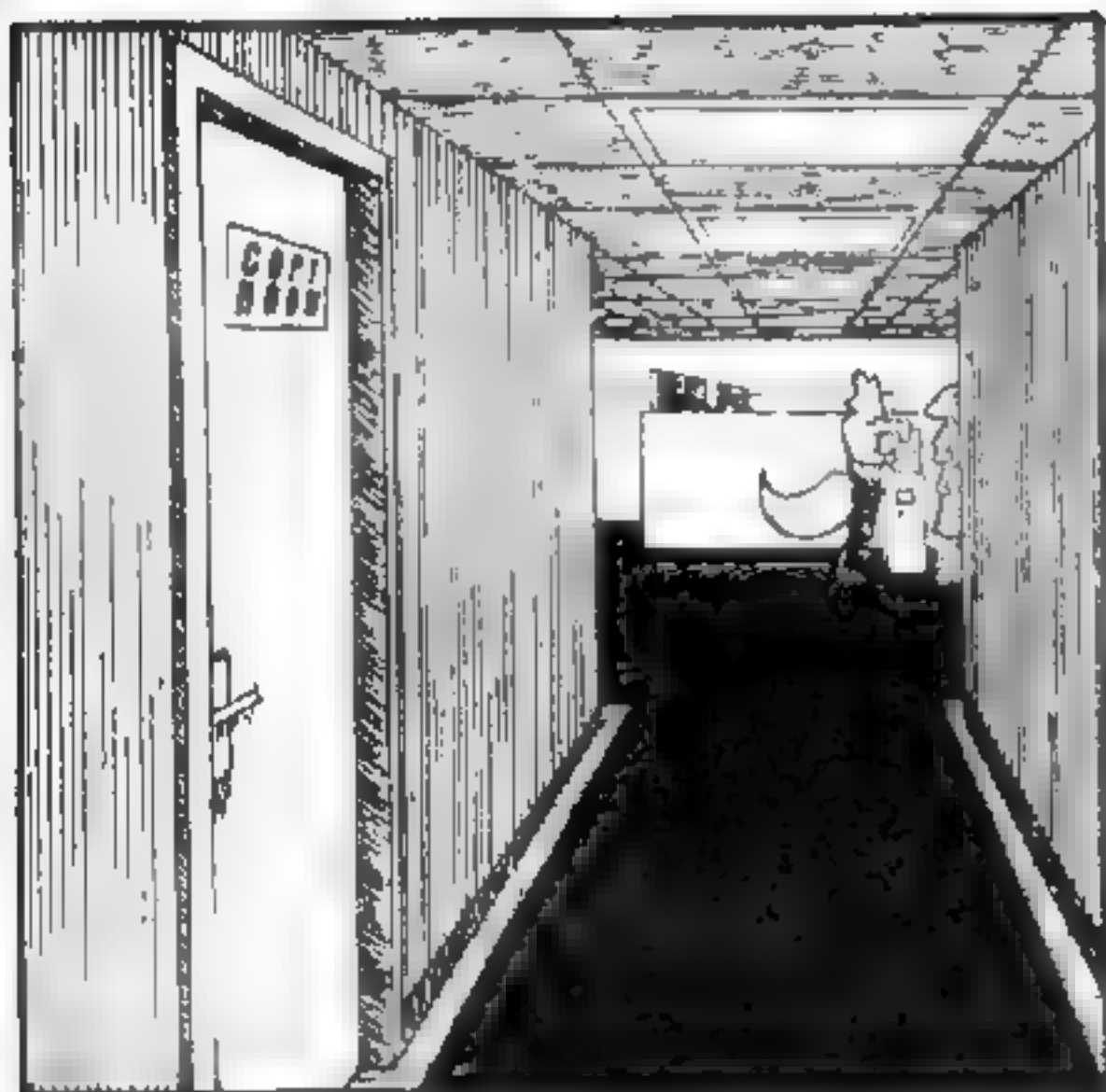
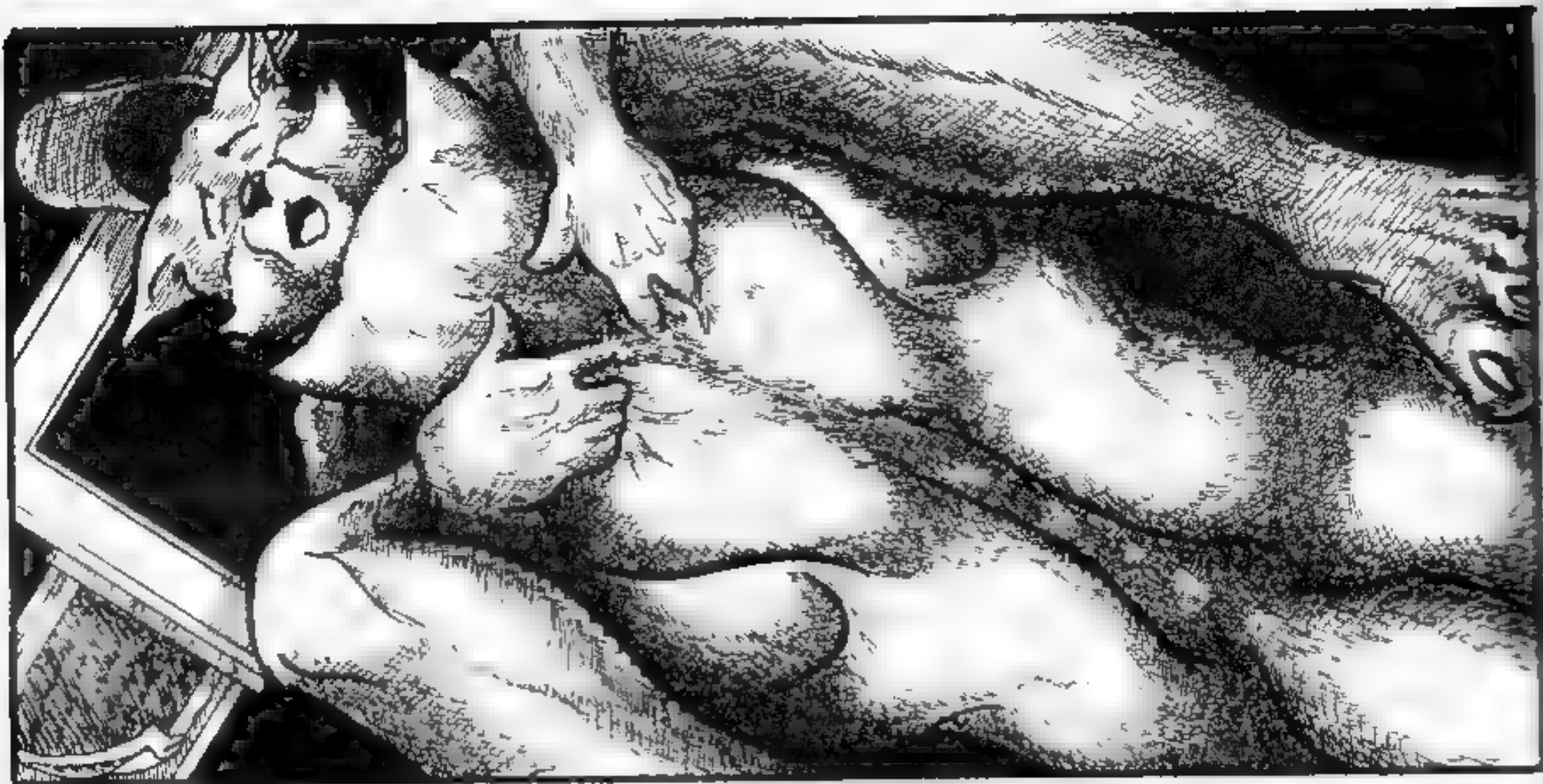


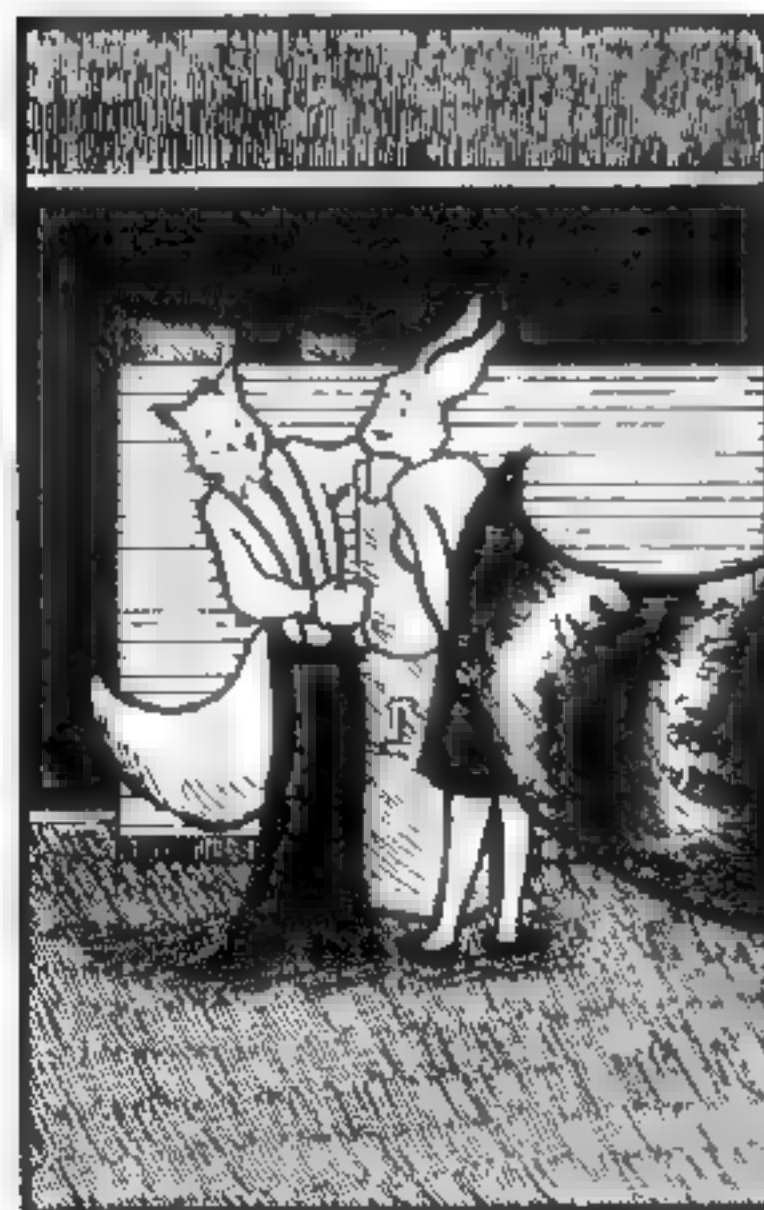


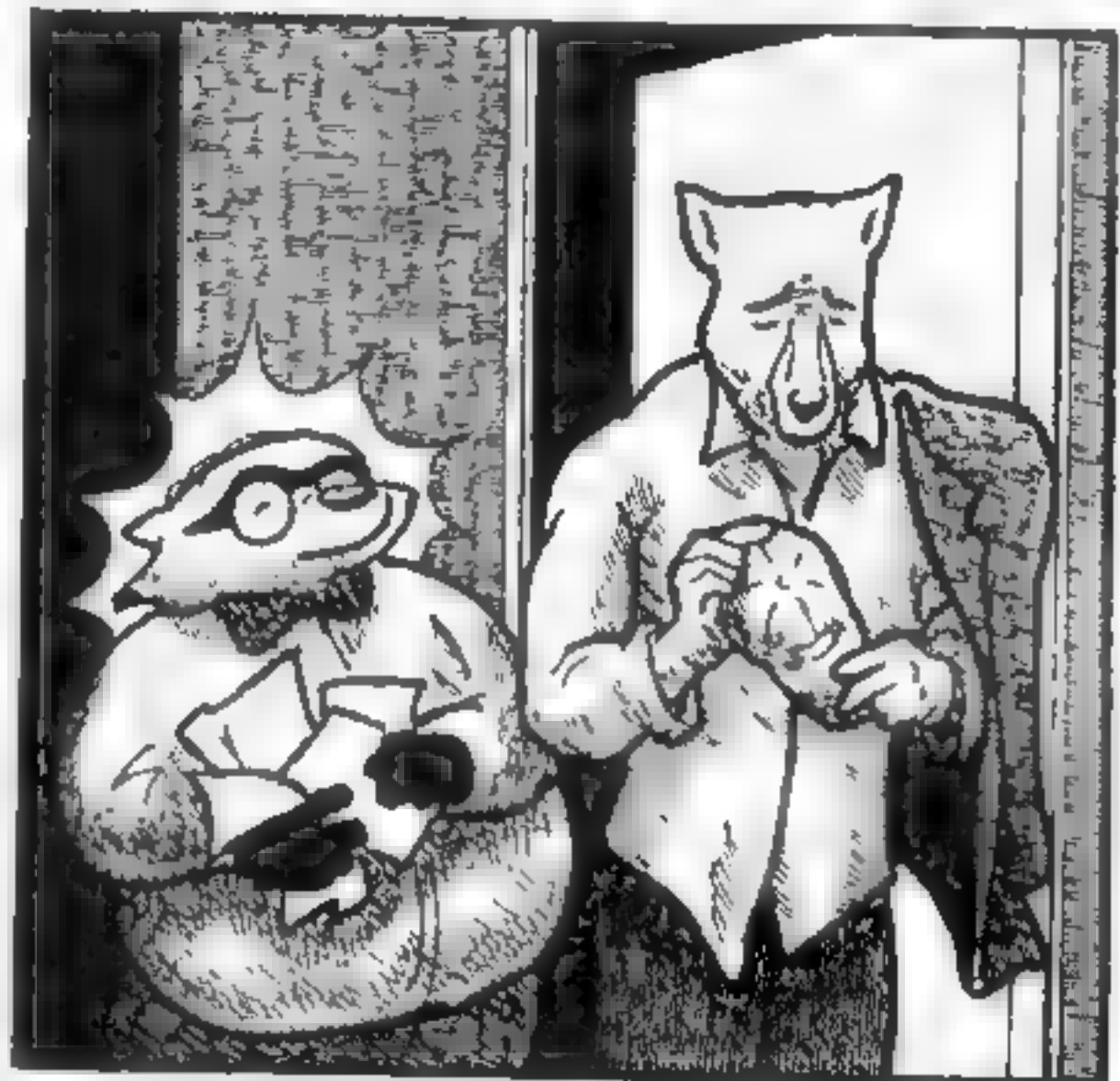




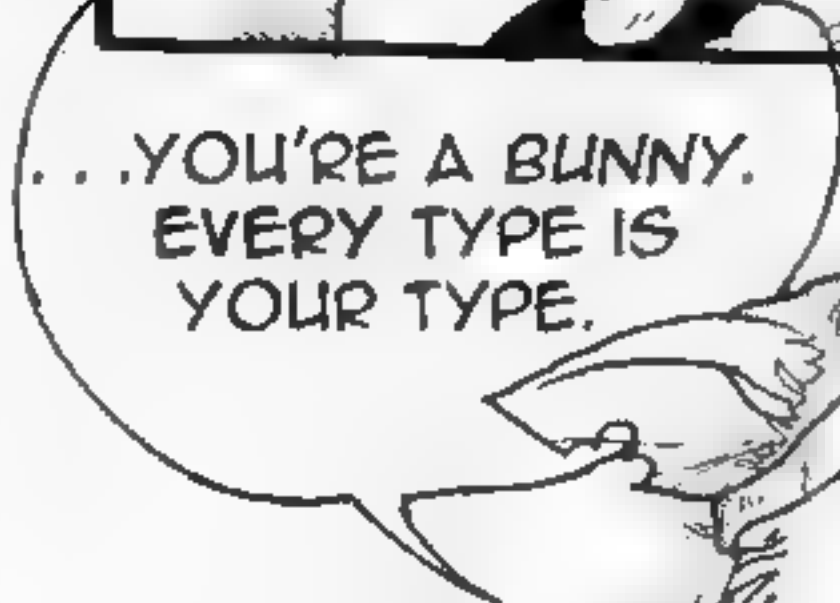
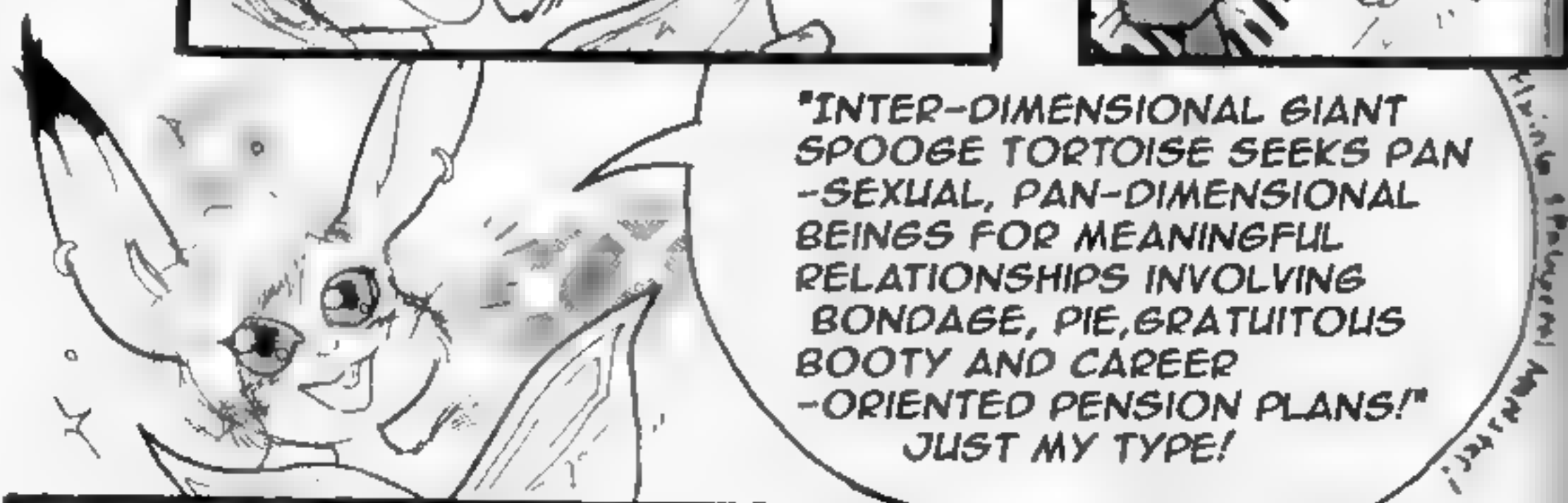
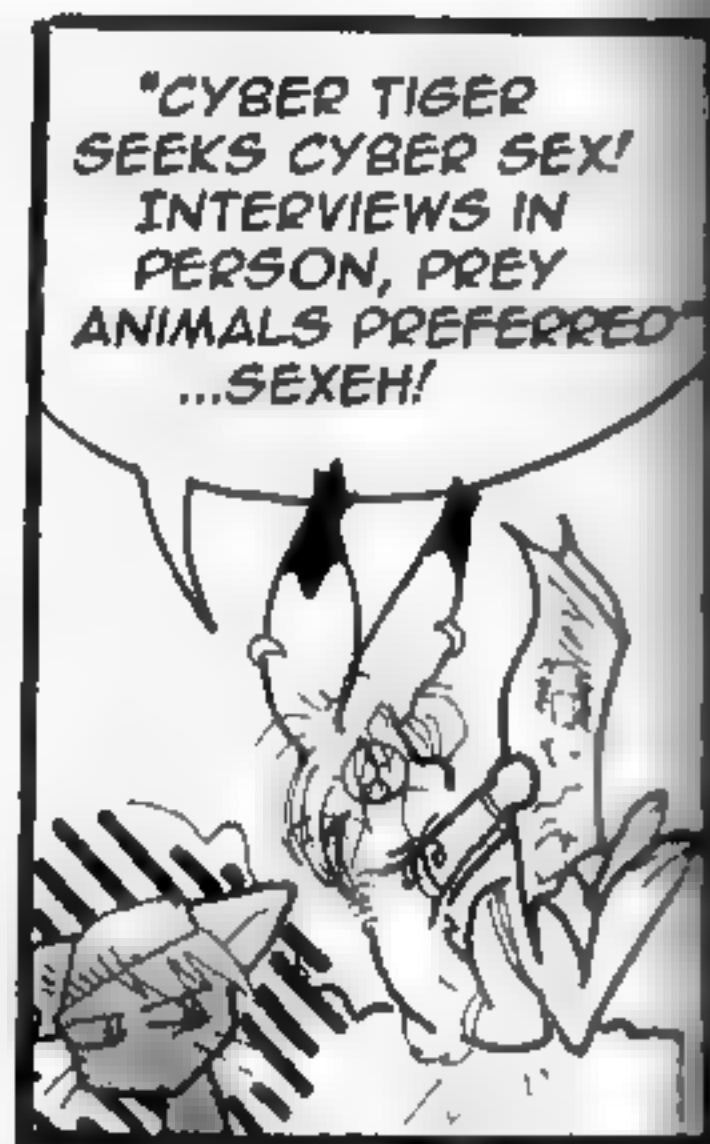








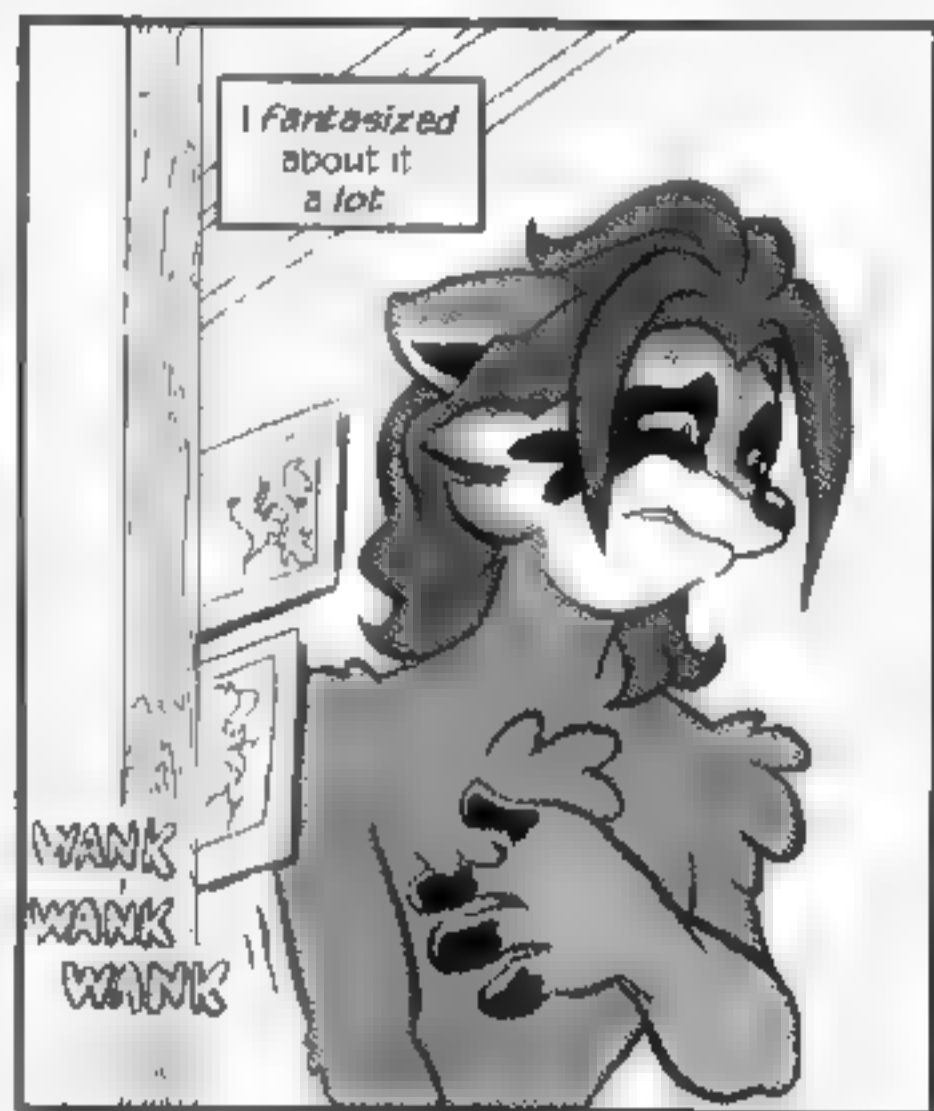
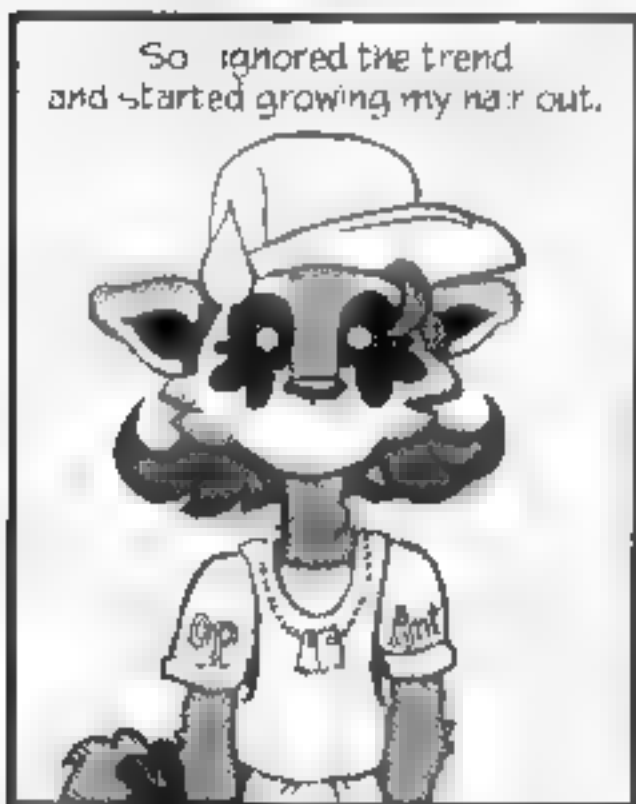
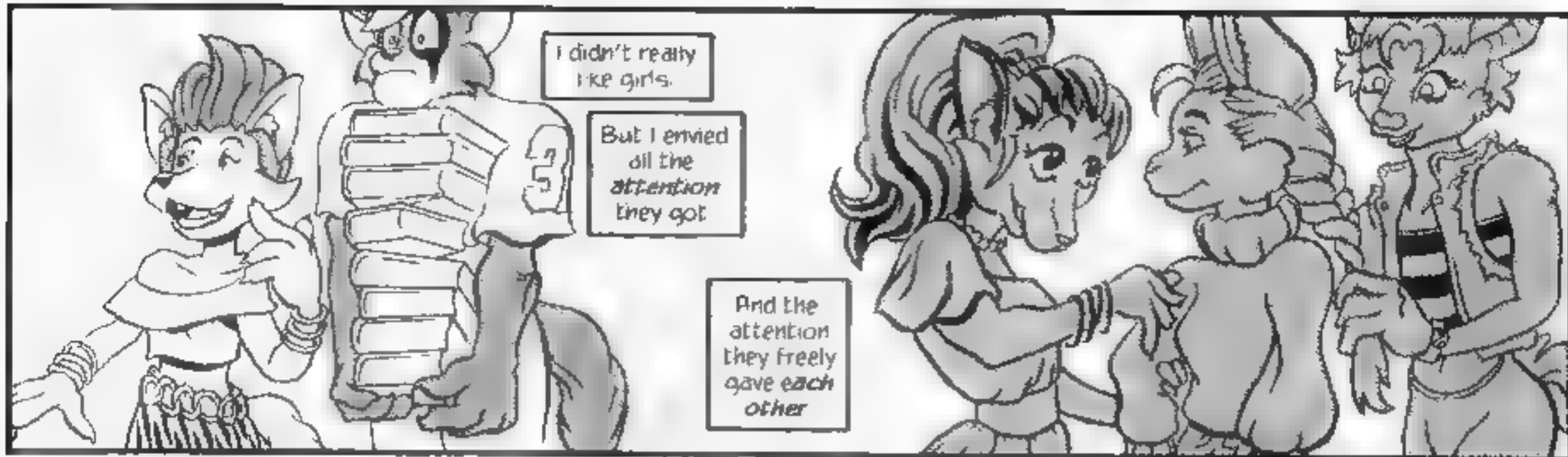












I had a great time
with *table-top*
games.
My natural *duality*
made it easy to get
into *character*

even spent a
semester in the
drama club.

But when
found out
about
online
roleplaying...

My *anonymity*
gave me
limitless
freedom!

I created
Montague
the *wandering*
angel, always
looking for
adventure!

described him
as an idealized,
gorgeous, *perfect*
version of me.

I could be *myself*
and pretend to be
as *pretty* as I wanted!

Soon I met this really cute character named *The_Bard*.

His melodies could magically *charm* his audience into *adoration*.

Well, there wasn't any *music* or *pictures* on the *Multi-User Chat Kingdom*. You were more *popular* if you painted a picture with your *chat dialogue*.

So, I *imagined* *The_Bard* was really cute.

Because he *sure could* paint a picture!

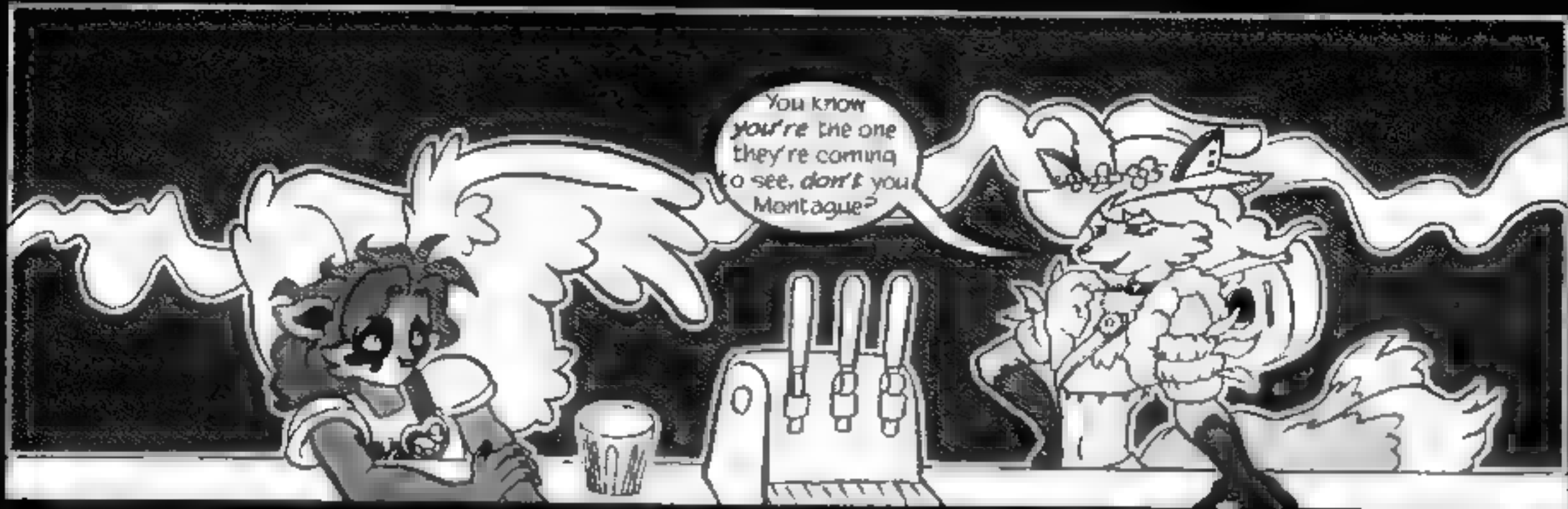
He was *quick* and *clever* and knew *just* how far to push a scene.

Talking to him was like reading a *lawdry romance novel*.

I never had to *play with myself* just from *chatting* with someone before.

Soon, it became quite a *habit*.

SAVE YOUR WORK, YOU DUMB LIL FU



A week later,
Montague was
quite the barfly

Locks couldn't
keep me away from
my worshipping
companions, as
long as I snuck
out before dawn.

I basked in my power,
denying each and every
one of them, saving my purity
for my strummer-boy.



Oh how
he made
my heart
flutter!

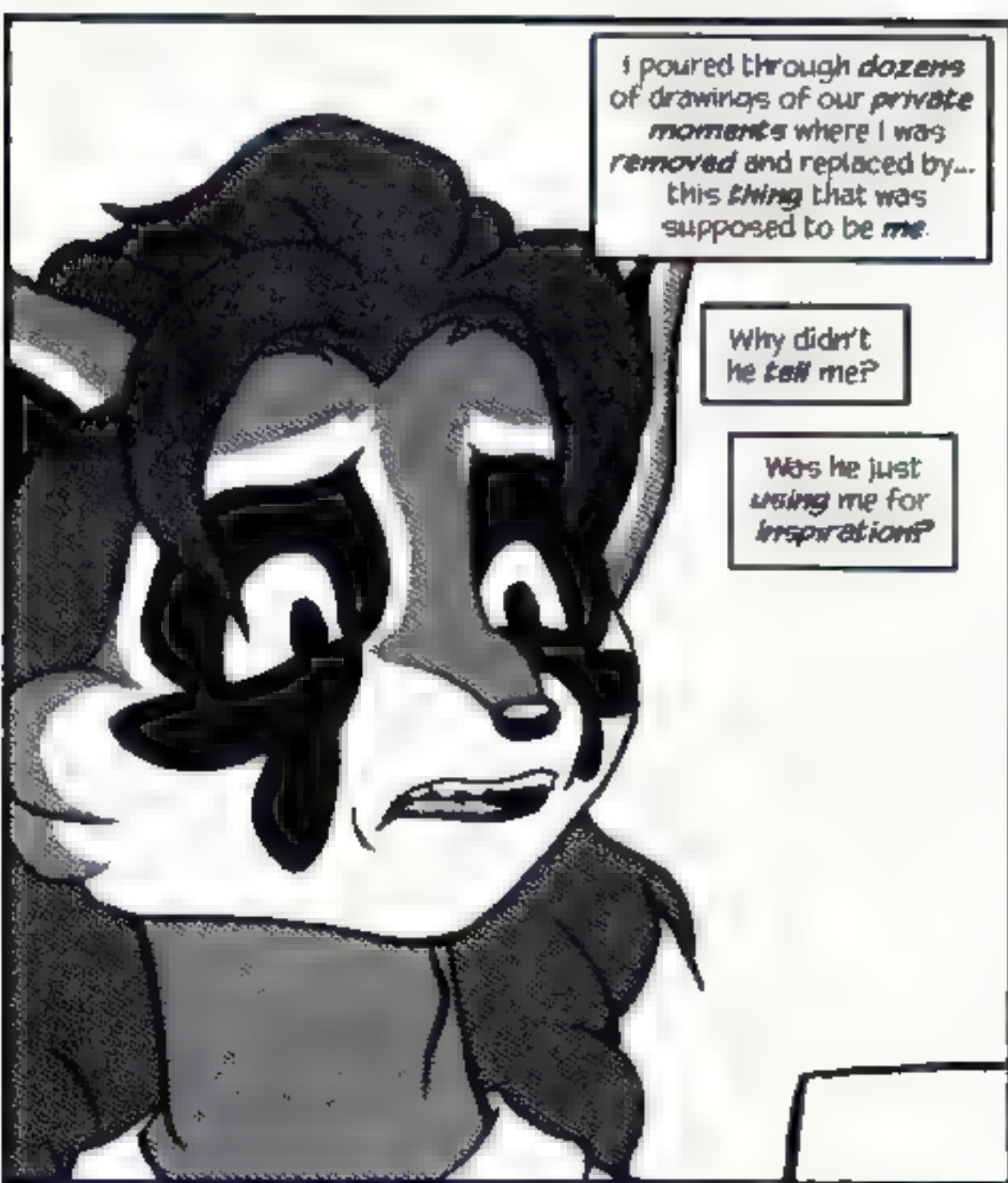
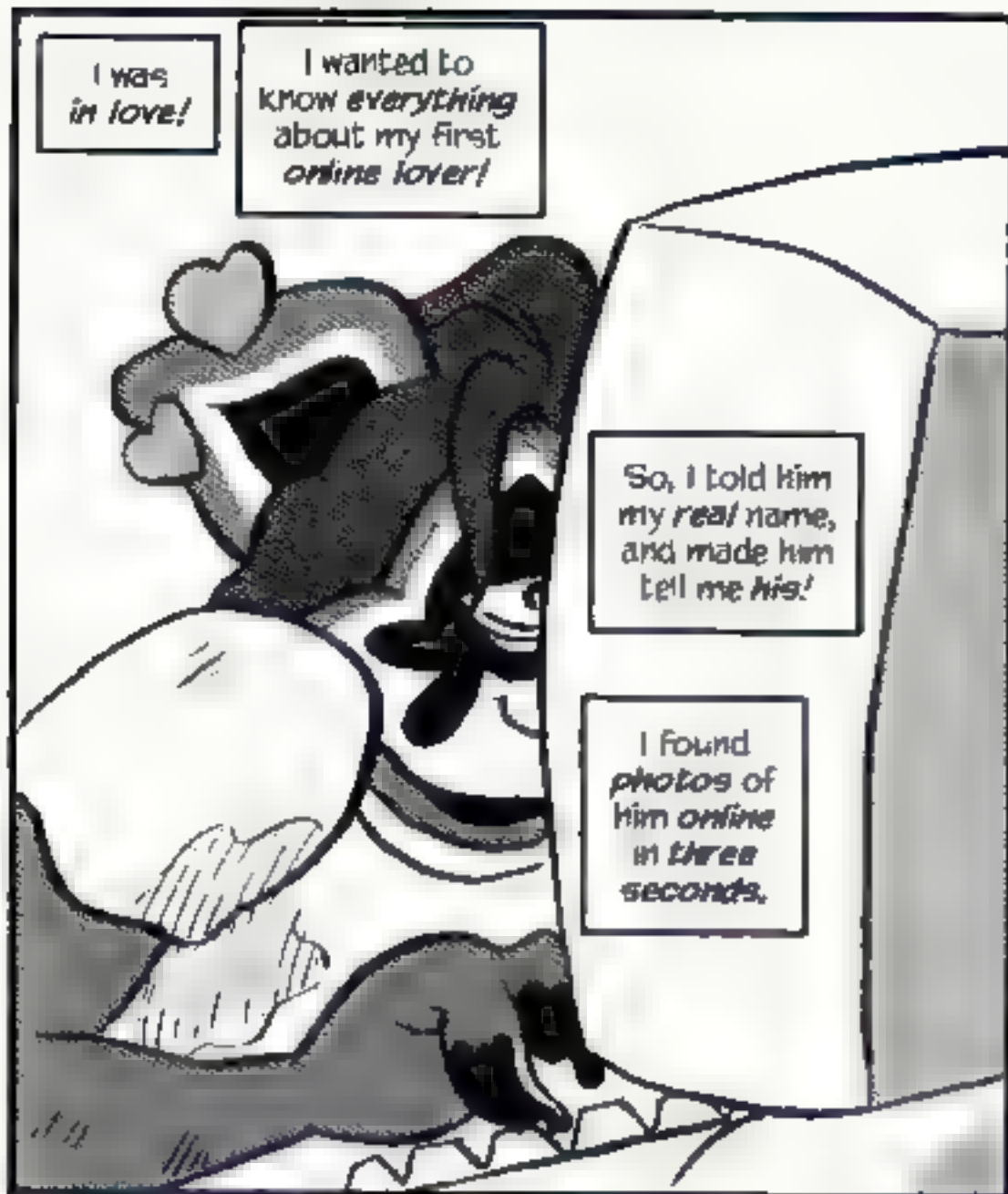
Kiss me!

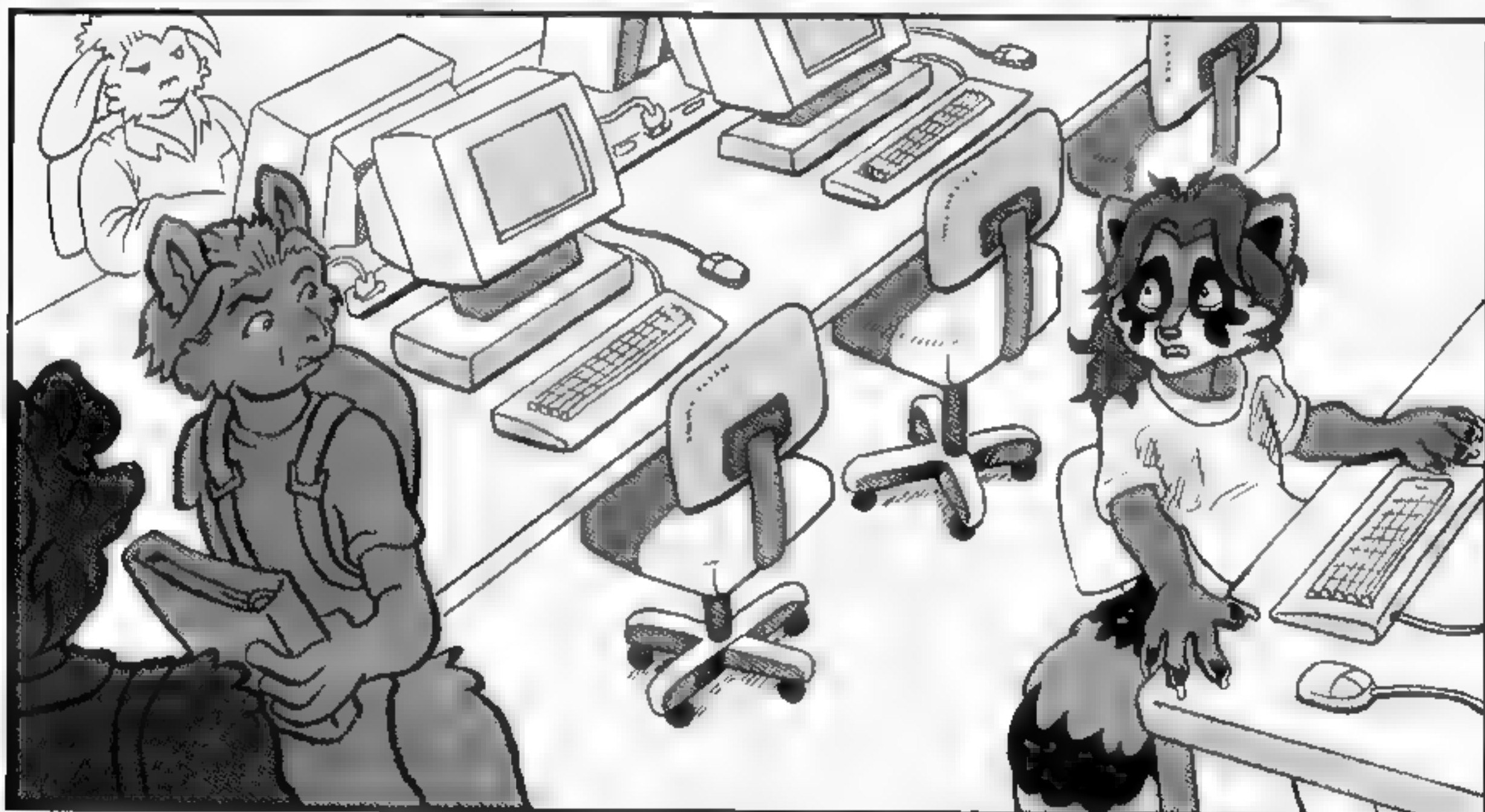
Kiss me
quick!

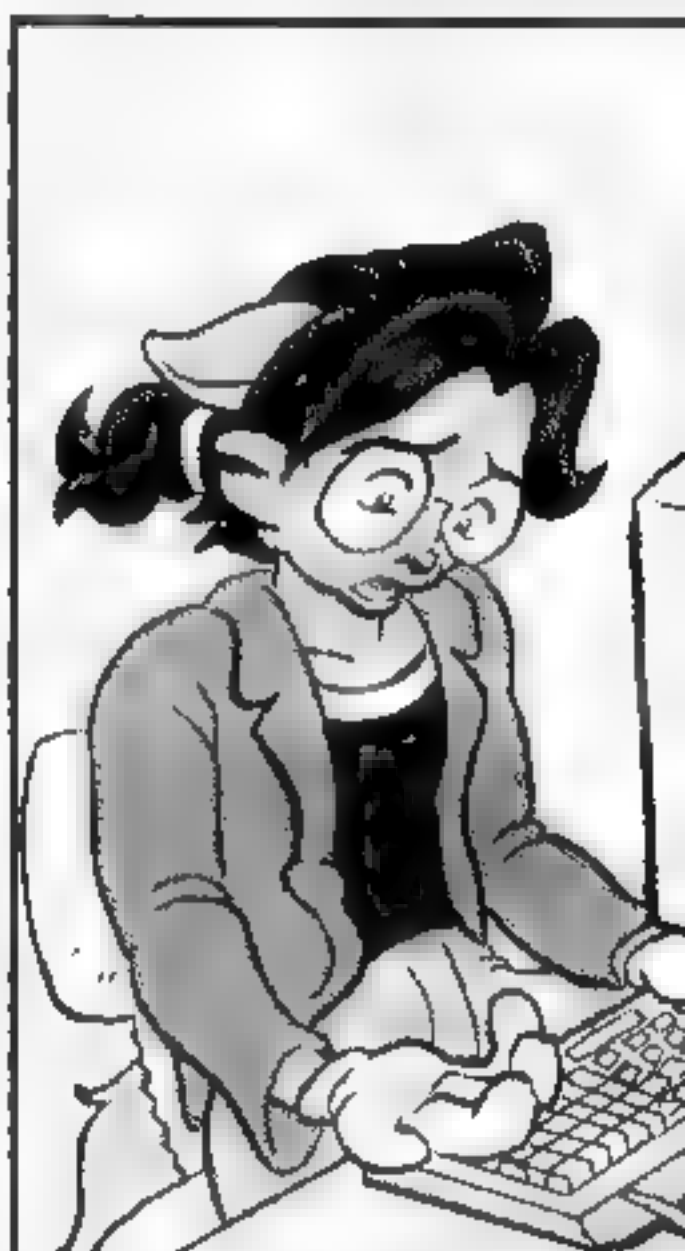














took a *break*
from the net
and got a job.

It only took
a few days to
jumpstart my
social skills too.

I guess
I wasn't a
lost cause
after all!



We fell back on the
standard blustering
guy-talk we grew up with,
but *deep down* knew we
were *close*.

On the job, or
playing console games,
Rollie became my *best*
friend.

It was *easy*
to fall in love
with a guy like
that.



Can you believe
that *he* came out
to *me*?

I think
I got it
right this
time!

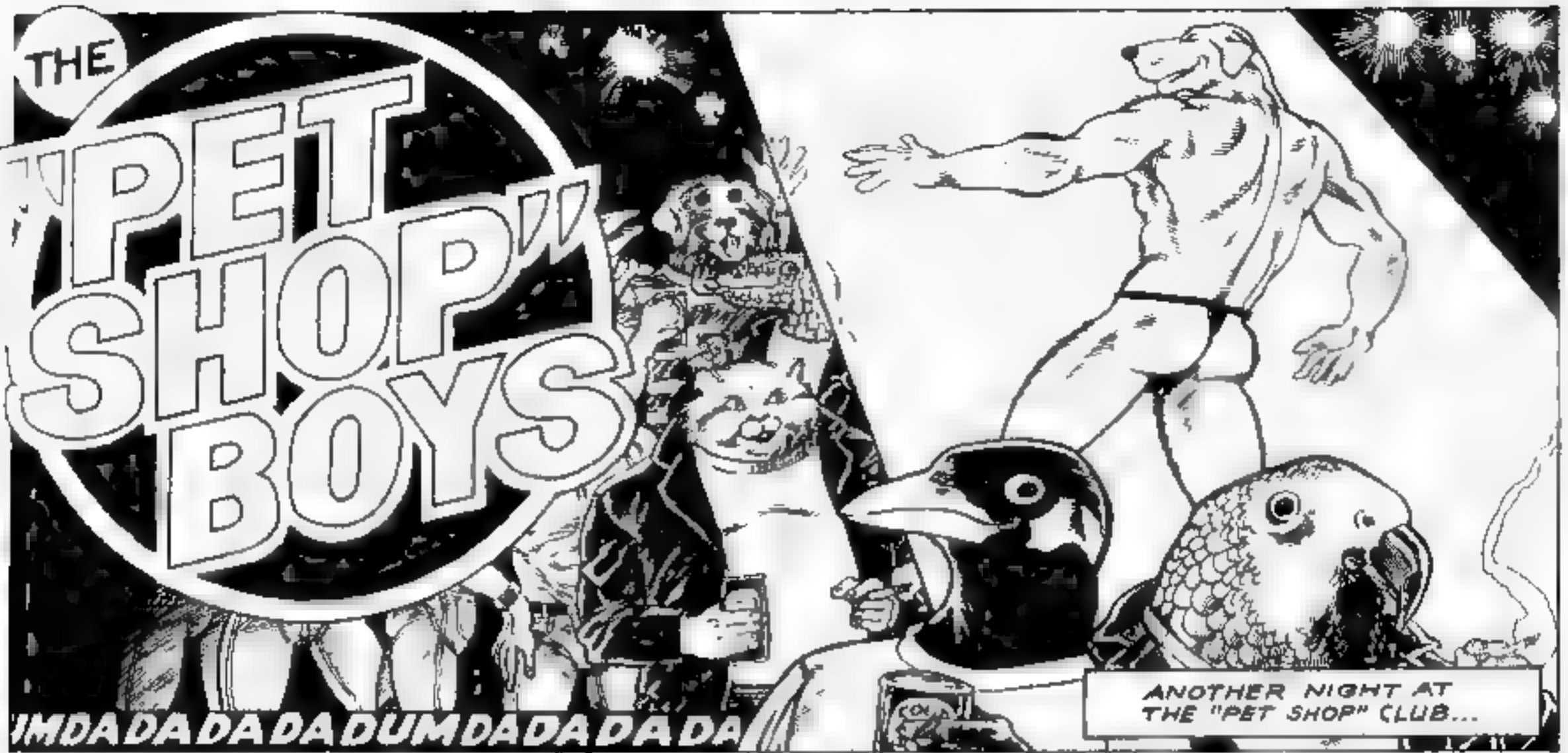
So, we'll take
each day as
it comes.

I don't need
to be an *angel*
in order to
wing it.

End









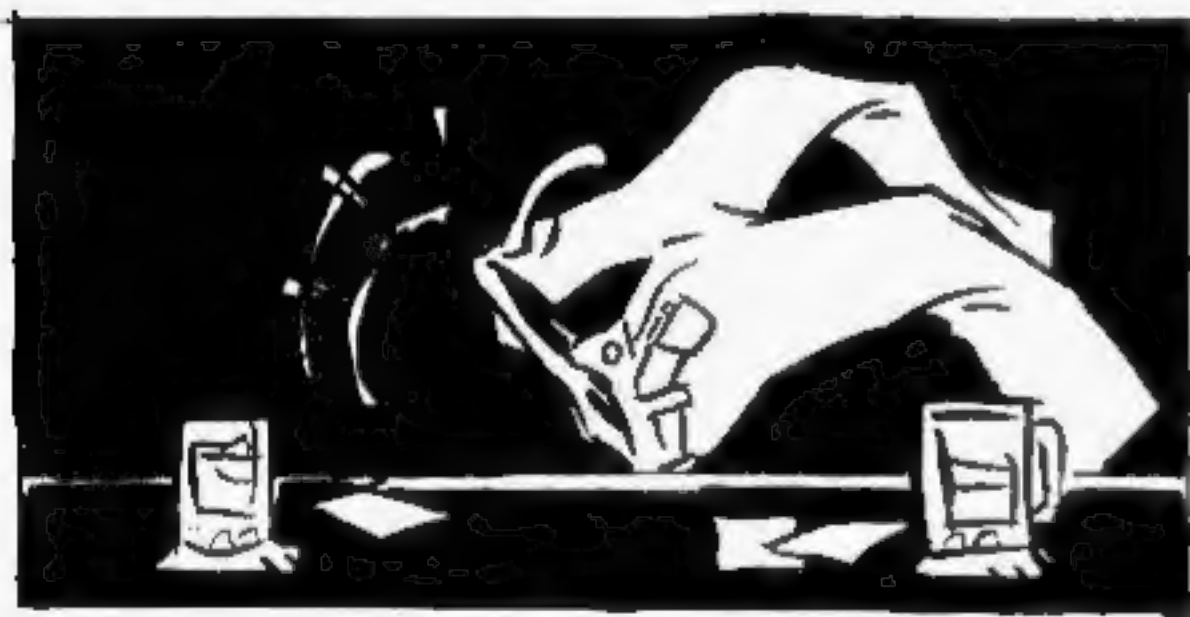


The Difference between Dangerous & Genus Male

Dangerous



GenusMale



Smudge 2005



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